

Beamer theme AGH

Sample presentation

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²Second affiliation



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⇐ the left margin size
⇐ is 43.80011pt

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You can change them with the 'margins' parameter —
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Part I

Examples



1 Basic elements

Outline



1 Basic elements

2 Mathematics

Outline



- 1 Basic elements
- 2 Mathematics
- 3 Computer Science

Itemize



- Item 1
- Item 2
- Item 3

Itemize



- Item 1
- Item 2
- Item 3

Uncovering one by one

- Item 1

Itemize



- Item 1
- Item 2
- Item 3

Uncovering one by one

- Item 1
- Item 2

Itemize



- Item 1
- Item 2
- Item 3

Uncovering one by one

- Item 1
- Item 2
- Item 3

Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with
simultaneous highlighting

① Item 1

Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with
simultaneous highlighting

- ① Item 1
- ② Item 2

Enumerate



- ① Item 1
- ② Item 2
- ③ Item 3

Uncovering elements in turn with
simultaneous highlighting

- ① Item 1
- ② Item 2
- ③ Item 3

Basic blocks



Definition

A **set** consists of elements.

Example

The set $\{1, 2, 3, 5\}$ has four elements.

Wrong Theorem

$1 = 2$.

Math environments



Theorems

Theorem (Pythagorean)

$$a^2 + b^2 = c^2$$

...

Definition

...

Proofs

Proof.

...



Dynamic mathematical formula



$$\binom{n}{k} =$$

Dynamic mathematical formula



$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

Drawing on the slide



A fraction consists of:

$$a = \frac{x + y}{y - z}$$

Drawing on the slide



A fraction consists of:

- a numerator

The diagram shows the fraction $a = \frac{x + y}{y - z}$. The numerator $x + y$ is enclosed in a light blue rectangular box. The denominator $y - z$ is enclosed in a light red oval. A curved arrow originates from the bullet point 'a numerator' and points to the boxed numerator.

$$a = \frac{x + y}{y - z}$$

Drawing on the slide



A fraction consists of:

- a numerator

$$a = \frac{x + y}{y - z}$$

- a denominator

Using the 'listings' environment



```
1 /* The first program in C++ */
```

Using the 'listings' environment



```
1 /* The first program in C++ */  
2 #include <iostream>
```

Using the 'listings' environment



```
1  /* The first program in C++ */  
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Using the 'listings' environment



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3  using namespace std;
4  void main()
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7  }
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Using the 'listings' environment



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Using the 'minted' environment



1

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Using the 'minted' environment



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Part II

Appendix



The current version of the template is available at <https://github.com/polaksta/LaTeX/tree/master/beamertHEMEAGH>¹

¹In the case of Overleaf, it is at
<https://www.overleaf.com/read/fkjdtHnBrfhj#9c6184>

Bibliography I



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L^AT_EX/Source Code Listings

https://en.wikibooks.org/wiki/LaTeX/Source_Code_Listings



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The beamer class

<http://mirror.ctan.org/macros/latex/contrib/beamer/doc/beameruserguide.pdf>



Leslie Lamport

L^AT_EX: a document preparation system : user's guide and reference manual

Addison-Wesley Pub. Co., 1994

Bibliography II



Author

Title of the article

Editor, year

Notes



Author

Title of the article

Editor, year

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Bibliography III



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